
Title: THE WHEEL OF TIME

Author: Draken-Korin (2009)

The Wheel of Time
turns, and Ages come and
pass, leaving memories
that become legend.
Legend fades to myth,
and even myth is long
forgotten when the Age
that gave it birth comes
again. In one Age, called
the Third Age by some,
an Age yet to come, an
Age long past, a wind
rose in the Mountains of
the Mist. The wind was
not the beginning. There
are neither beginnings nor
endings to the turning of
the Wheel of Time.
But it was a Beginning.

-Robert Jordan

GUILD HISTORY
(Loosely based on books
written by Robert Jordan
entitled., The Wheel of
Time.)

Although having been
born into Sosaria in the
summer of 1999 over
950 years ago (1 real
year = 100 Sosarian
years) The Wheel of Time
Guild (TWT) was not
founded until early 2001.

The Wheel of Time has
a strong foundation of
veteran members
dedicated not only to
their own craft, but
more importantly to their
brother and sister
members.

As we all have come to
realize here in todays
Sosaria, honesty and the
desire to be a part of a

community are hard to come by. If you possess both these traits, and are interested in TWT after reading this book, please contact one of our members to discuss things further.

As the founder and guildmaster of The Wheel of Time Guild (TWT) I do not hide behind unenforced guild rules and bylaws.

The Wheel of Time (TWT) promotes and encourages all styles of play, although grieving of any kind is strictly prohibited and in all likelihood will result in removal from the guild.

Over the years I have been described as uncaring and harsh in my judgement of others, much of which is true. But if you are loyal to TWT, proud to wear its tag as a member, and most importantly represent the guild in a positive light you are one that I would consider a TWTer for life.

Those members earning positions of high rank within TWT are encouraged to deal with situations concerning, and surrounding, TWT both swiftly and just. These members are an extension of myself, sharing deep rooted loyalties for TWT as well as UO.

THE ONE POWER

The One Power is the force that maintains the continuous motion of the Wheel of Time. It comes from the True Source, which is seperated into two halves: saidin, the male half, and saidar, the female half.

Not everyone has the ability to "channel" the

One Power. Most men and women cannot reach it at all, of those who can, most be taught to access it to varying extents, and can go their entire lives without touching or even knowing they can touch the Source.

The One Power is "woven" in "flows" or "threads" of one of five elements: Earth, Water, Air, Fire and Spirit.

All who can channel are not born equal: some are stronger in the Power, and can hold larger quantities of it than others. Males, in general, are capable of holding more of the Power than females. while women generally are more dextrous in weaving the Power,

More vividly, males and females experience the power differently, a woman would describe it as a gentle but immense force that she must submerge herself in, while a man faces a cataclysmic torrent requiring strict control and immense willpower. In short women "embrace" saidar, surrendering to it and influencing it from within, while men "seize" saidin, manipulating it from without.

GUILD TITLES

The titles used in TWT are in line with the storyline that Robert Jordan, author of The Wheel of Time, has developed. The most important thing to know about The Wheel of Time Guild titles is this, they are earned, not given.

Before you receive a title as a full TWT Member, you must go

thru a "Recruit" stage.
During this period your title will be "Recruit", a time not only for TWT to see how you work within the framework of our guild but for you to experience life as a potential TWT member.

As you gain experience within the guild you will be required to complete one or more trials. Being judged on numerous factors your title will change, according to your chosen path.

Asha'man-

The name Asha'man means "guardian" or "defender" in the Old Tongue. The word Asha'man has connotations of nobility, they will not fight for an unrighteous cause. Asha'man are men who can channel (control the One Power) and have taken part in a training founded by TWT.

Titles are as follows:

Soldier, Dedicated, and Asha'man.

Aes Sedai'-

An all-female group of channlers who consider themselves the caretakers of the civilized world, serving as a neutral party in Sosaria's socio-political climate. As part of a sisterhood Aes Sedai' enter into their studies within a certain group (Ajahs) largely based on personalities and goals.

Titles are as follows:

of Tar Valon, Accepted, and Aes Sedai'.

Warders-

A Warder, also referred to as Gaidin, meaning "Brother to Battle", is a person (traditionally a

male) who is bonded by an Aes Sedai' through the use of saidar. Once a Warder has completed their training they may serve the Aes Sedai' as bodyguards. In their training, they are brought to the pinnacle of melee combat, man for man, Warders are historically considered to be some of the finest fighters in Sosaria.

Titles are as follows:

Recruit, Gaidin, Warder.

Maidens-

The Maidens, or Far Dareis Mai, are an all female warrior society of TWT. This sect at one point in time would only allow Spearmaidens to join their elite rank. But much time has passed since those early days, and it is now not uncommon to cross paths with Maidens of various weapon classes, as long as they have proven themselves worthy of such distinction.

Titles are as follows:

Recruit, Maiden, Far Dareis Mai.

GOALS

As a guild, we strive to create an atmosphere of companionship, friendship and family; a strong body of people coming together in spirit and like mind. Intergrating all aspects of the game from social activities, hunting, merchant crafting, to PvP. Our desire is to create a strong backbone to our guild with quality people.

WEEKLY EVENTS

As a family, we feel it is important to get together weekly for various activities. It

would be wonderful to see
these nights attended by
all.

COMMUNITY

As a guild, we would like
to take what we have
been so fortunately given,
and offer to others who
have just begun the
journey thru Sosaria. To
accomplish such goals we
will visit Haven, Home to
New Players, and
introduce ourselves,
assisting where we may.

There is truly no feeling
like playing with a group
of friends that you not
only enjoy but trust.

In closing TWT, as in all
of Ultima Online, is made
up of real people behind
our "character". We are
here to relax and enjoy
ourselves with this
wonderful hobby.

Friends and more are
made here. Upon coming
to this land of Sosaria
so many years ago, who
would have imagined it
would have captivated us
as it has.

Thank you for reading.

Draken-Korin,
TWT GM and Founder.